ウィザーズ・ソウル

―恋の聖戦（ジハード）―

turn07

秋★枝

EVERYONE KNOWS YOU CAN COMPLETELY CHANGE YOUR DECK'S FOCUS FOR GAME TWO.
AFTER THE FIRST ROUND AGAINST OHTA,
LET'S GET STARTED.
SURE THING!
I'LL PLAY FIRST.
OKAY.
Hades' Plunder
Sorcery
[Additional Cost: 2 Soul Crystals]
Until end of turn, gain control of all creatures target opponent controls. These creatures gain haste.
YOU TRY USING "HADES' PLUNDER" TO TAKE HIS CREATURES,
EVEN IF, LIKE IN ROUND ONE,
RIGHT,
OR "PRICE OF POWER" TO WHITTLE HIM DOWN,
Price of Power
Enchantment
Enchanted Creature can't attack. At the start of the enchanted creature's controller's first main phase, it deals damage equal to its ATT to its controller.

AND WHILE IT MAY BE GOOD TECH AGAINST SOME OF THE POPULAR DECKS, AFTER WATCHING GAME ONE IT'S CLEAR THAT HE HAS TOOLS TO DEAL WITH YOU PLUNDERING HIS CREATURES.
HE DOESN'T HAVE FATTIES LIKE OHTA,
WHAT'S YOUR PLAN, MANAKA?
I DOUBT EITHER ARE GOING TO DO MUCH.
WHICH MEANS

PLACE TWO CARDS FACE DOWN,
AND END MY TURN.
HM?
I'LL SUMMON A "HELL'S BECKONER",
Hell's Bec
Creature - Ghost
[Tap] Target player puts the top two cards of their library into their graveyard.
END TURN.
WHICH LET'S ME SEARCH MY DECK FOR A GODDESS CREATURE AND PUT IT INTO MY HAND.
I'LL CAST "GODDESS'S GALA",
DRAW.
MY TURN.
PUT THE TOP FIVE CARDS OF YOUR DECK INTO YOUR GRAVEYARD.
Funeral Chant
Instant
Target player puts the top five cards of their library into their graveyard
I'LL CAST "FUNERAL CHANT".
MY TURN.

AHH, YEP.
SO SEND ANOTHER TWO CARDS TO YOUR GRAVEYARD FROM THE TOP OF YOU DECK.
ALSO, I'LL ACTIVATE "HELL'S BECKONER"'S ABILITY.
I'LL SUMMON "RUTHLESS MORRIGAN". AND END TURN.
DRAW. MY TURN.
THIS TIME IT'S MILL!
SO THAT'S IT.

Serial Killings
Enchantment
PUT ONE CARD FROM THE TOP OF YOUR DECK INTO YOUR GRAVEYARD AT THE START OF EACH OF YOUR TURNS.
FOR EACH CARD OF A CHOSEN CREATURE TYPE IN YOUR GRAVEYARD,
MY TURN.
DRAW.
I'LL PLAY "SERIAL KILLINGS".
I CHOOSE
GODDESS.
YEEEP, DEFINITELY A MILL DECK.
AND ONE THAT HOSES TRIBAL, TOO...

...
END TURN.
SO THAT WAS IT.
THAT'S GOING TO HURT.
NOT MUCH I CAN DO THERE.
MY TURN.
DRAW.
WOAH, COME ON.
YOU'RE KILLIN' ME, OUJI.
.....
END TURN.
...
HMMM...
ANOTHER ONE!?
I'LL PLAY "SERIAL KILLINGS".
MY TURN.

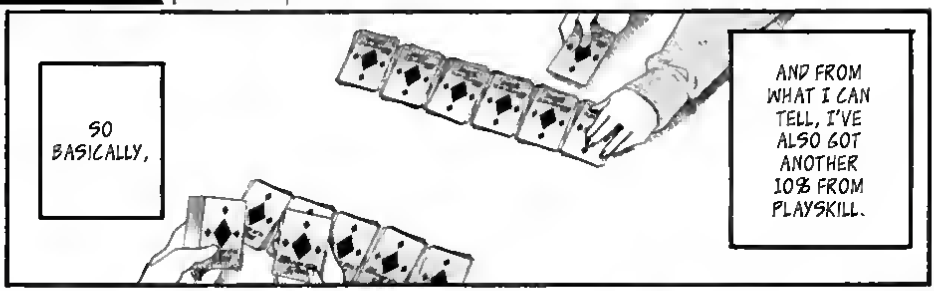
I GET IT,
ALL THAT STALLING IN GAME ONE
WAS SO YOU COULD FIGURE OUT WHAT ALL I HAD IN MY DECK, HUH?
...
OUCH...
WELL,
YOU GOT ME.
...

!!
...
GOOD GAME.
YEP,
...
WHA?
C'MON!
OUJI...
WELL THAT WAS A FAST WAY TO LOSE GAME TWO.
IS THIS EVEN GONNA WORK?
JEEZ.
ER,
WELL...
SHE SURE PLAYS NASTY DECKS ALL THE TIME, AMIRITE!?
I MEAN...
UMM...
UH!

AND LIKE,
SHE ALWAYS LOOKS LIKE SHE'S NOT EVEN INTERESTED IN THE GAME.
Y-YEAH, YEAH!
"IF YOU DON'T LIKE IT, STAY HOME!", RIGHT?
WELL ANYWAY.
AT LEAST NOW SHE DOESN'T HAVE ANY OTHER DECK TYPE TRICKS UP HER SLEEVE.
RIGHT?
KOBA?
...YEAH.
RIGHT, RIGHT.
UH-HUH.
YES,
BETWEEN THE DECK LIST I GAVE HIM,
WHAT HAPPENED IN GAME ONE,
AND THAT GAME JUST NOW,
OUJI SHOULD HAVE A PRETTY GOOD GRASP
ON WHAT'S UP WITH ICHINOSE'S DECK.
SO,
HE SHOULD PRETTY MUCH WIN, RIGHT?
...EXACTLY.

30% PLAYSKILL.
30% DECK MATCHUP.
AND 20% LUCK OF THE DRAW.
20% DATA ON THE OPPONENT.
MY WINS COME FROM WITH HOW I PLAY,
SHE'LL ALMOST CERTAINLY COME AT ME AGAIN WITH THE SAME STRATEGY.
HAVING JUST WON GAME TWO WITH EASE.
AND NOW,
I'M SURE YOU'RE FEELING PRETTY CONFIDENT RIGHT ABOUT NOW, BUT...
AFTER COLLECTING DATA IN GAME ONE BY PRETENDING TO STALL FOR TIME,

I HAVE THE "30% DECK MATCHUP" PART IN THE BAG.
IN FACT, NOW THAT I'VE GOT YOUR DECK PINNED DOWN,


SO BASICALLY,
AND FROM WHAT I CAN TELL, I'VE ALSO GOT ANOTHER 10% FROM PLAYSKILL.

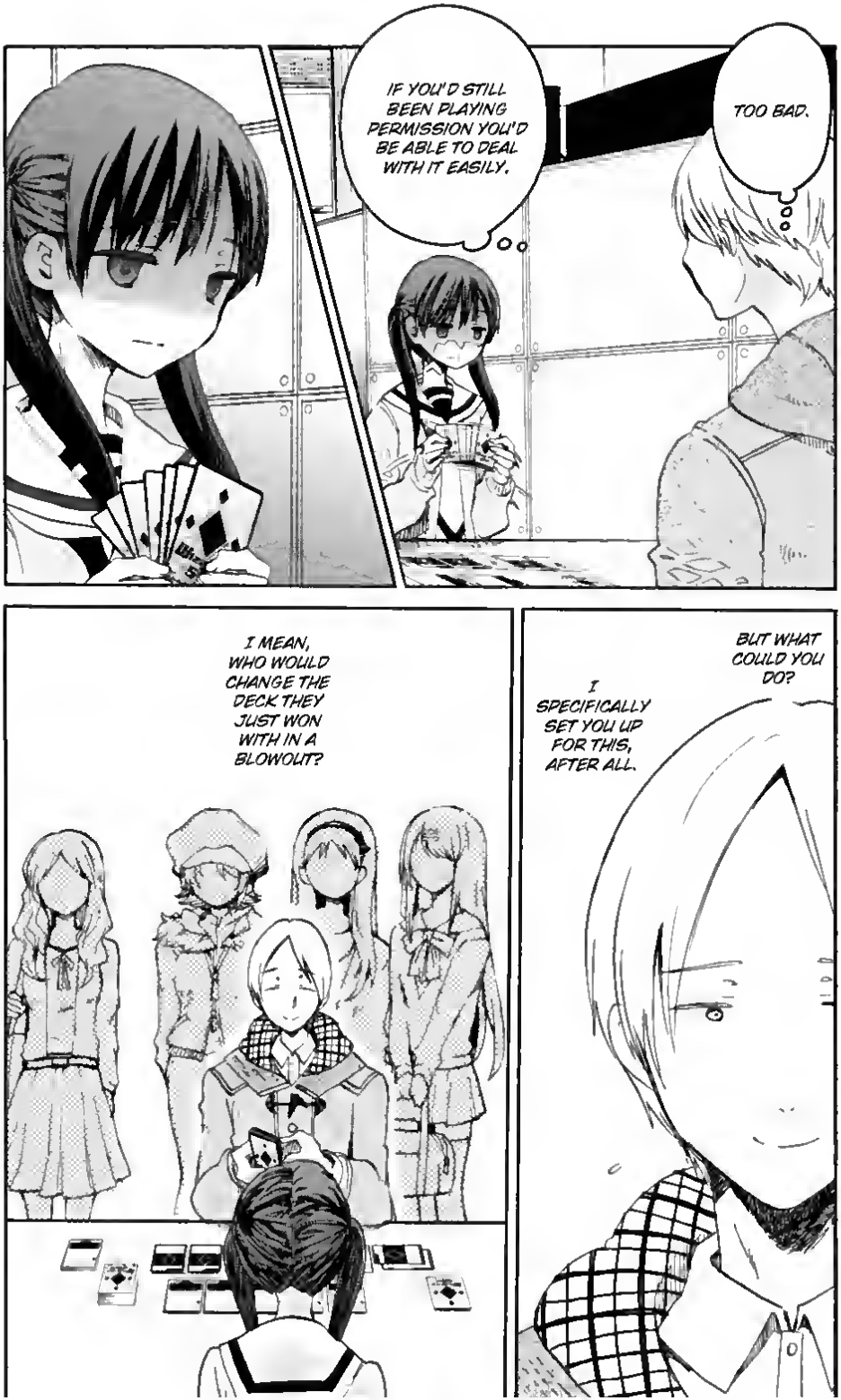
I'M NOT GOING TO LOSE.
...

MY TURN.
I'LL CAST "GODDESS'S GALA",
SO I'LL SEARCH MY LIBRARY FOR A GODDESS CREATURE CARD AND END MY TURN.
OKAY, I'LL PLAY FIRST.
GO AHEAD.
GOOD LUCK.
MY TURN.
DRAW.
PUT ONE CARD FACE DOWN.
END TURN.
MY TURN.
DRAW.
I'LL PLAY-
THAT OUJI IS REALLY PUMPING OUT THE CREATURES.

I'LL PLAY A "MISCHIEVOUS PIXIE"
...
NAMING "SERIAL KILLINGS".
THAT, PLUS
HE SEEMS TO HAVE LOTS OF ANSWERS FOR HER STUFF.
I GUESS I'M NOT SURPRISED.
ATTACK, 500 DAMAGE.
I'LL TAKE IT.
9500 LEFT.
MY TURN.
DRAW.
PUT ONE CARD FACE DOWN,
END TURN.
MEAN-WHILE, ICHI-NOSE... DOES NOTHING.
WELL, IT IS PRETTY EASY TO COUNTER MILL IF YOU KNOW IT'S COMING.
YEAH, MORE LIKE SHE CAN'T DO ANY-THING.
...

I THOUGHT SHE MIGHT HAVE PUT IN SOME OTHER STUFF TO BACK UP THE MILL STRATEGY, BUT...
SHE'S REALLY NOT DOING ANYTHING, YET.
I SHOULD BE ABLE TO WIN WAY BEFORE SHE CAN DECK ME.
CONSIDERING THE REST OF HER DECK,
AS LONG AS I KEEP "SERIAL KILLINGS" SEALED,
...
SORRY, BUT I'LL BE TAKING THIS GAME.
...
SLIDE
TIME TO FINISH HER OFF BEFORE SHE DRAWS INTO SOMETHING.

Arrival of the Faerie Queen
Faerie Queen Titania
I'LL CAST "ARRIVAL OF THE FAERIE QUEEN".
WHICH LETS ME PUT A "FAERIE QUEEN TITANIA" DIRECTLY INTO PLAY FROM MY DECK.
OUJI'S FINISHER, "TITANIA".
IT GIVES ALL GODDESSES PLUS 2000 AT,
AND HAS AN ACTIVATED ABILITY THAT LETS YOU IGNORE BLOCKERS.


IF YOU'D STILL BEEN PLAYING PERMISSION YOU'D BE ABLE TO DEAL WITH IT EASILY.
TOO BAD.
I MEAN, WHO WOULD CHANGE THE DECK THEY JUST WON WITH IN A BLOWOUT?
I SPECIFICALLY SET YOU UP FOR THIS, AFTER ALL.
BUT WHAT COULD YOU DO?

I'VE BEEN PLAYING TRIBAL DECKS FOR YEARS,
SO I LIKE TO THINK I HAVE A PRETTY GOOD GRASP OF HOW TO DEAL WITH HOSERS.
...
I GUESS THIS IS OUR WIN!
YEAH!
YEAH!
LOOKS LIKE IT WORKED OUT!
I GUESS YOU WERE JUST SOME GIRL WITH A WEIRD DECK AFTER ALL.
MANAKA ICHINOSE...
...END TURN.
MY TURN.
DRAW.

MY TURN.
DRAW.
ATTACK WITH EVERYTHING
FOR 10500 DAMAGE.
AND I'LL ACTIVATE TITANIA'S ABILITY
MAKING IT SO YOU CAN'T BLOCK.
AND THAT'S GAME...

IN RESPONSE,
I'LL OPEN THIS FACE DOWN CARD
"HADES' PLUNDER".
Hades' Plunder
Sorcery
[Additional Cost: 2 Soul Crystals]
Until end of turn, gain control of all creatures target opponent controls.
Those creatures gain haste.
I'LL TAKE CONTROL OF YOUR CREATURES
UNTIL END OF TURN.
...WELL NOW.
WHAT'S WITH HER, STALLING AGAIN?
THAT THING'S JANKY, AND STUPID EXPENSIVE.
WHAT KIND OF SCRUB EVEN RUNS THAT?
...
IF SHE KNOWS SHE'S GOING TO LOSE
SHE SHOULD JUST SCOOP AND MOVE ON.
*SOMEONE WHO LOST TO TWO COPIES OF THAT JANKY SCRUB CARD

Fog of War
Instant
[Additional Cost: 2 Soul Crystals]
Play this only during an opponent's turn. After their attack phase ends, you gain an attack phase. At the end of this phase, sacrifice any creatures you attacked with
"FOG OF WAR".
WHICH ALLOWS ME TO ATTACK DURING YOUR TURN.
WHA-!?
THEN I'LL OPEN THIS OTHER FACE DOWN CARD.
ATTACK WITH EVERYTHING.
10500 DAMAGE.
ゴゴゴゴ
ゴゴゴゴ
...!

SHE MUST HAVE SPENT ALL GAME SETTING UP JUST FOR THAT MOMENT.
THAT'S OUR MANAKA!
WHAT EVEN IS THAT? HOW OFTEN COULD THAT EVER EVEN BE USEFUL?
WHY WOULD YOU PUT THAT IN...
that piece of trash
EVEN IF I COULD HAVE COUNTERED IT
I USED UP ALL MY MATERIAL TO USE TITANIA'S ABILITY.
AND ALL THOSE FACE DOWN CARDS,
BETWEEN THAT FULL HAND,
NO, EVEN IF HE'D TRIED TO COUNTER IT
HEH HEH

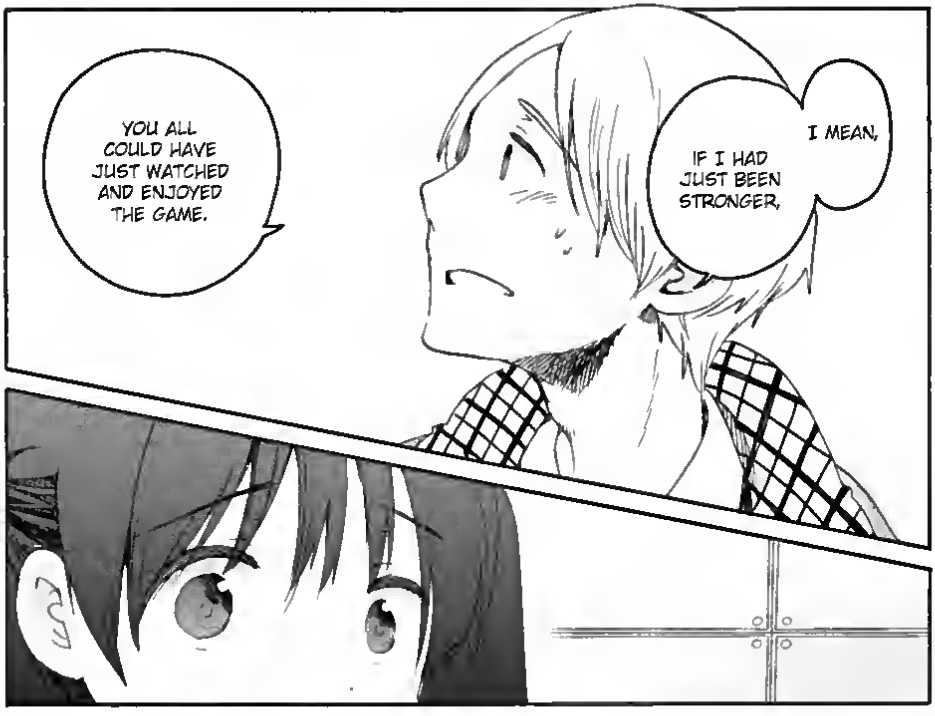
OUCH.
WELL, NOT MUCH I CAN DO, I GUESS.
IT'S PERMIS-SION!
YOU CAN TELL THIS ISN'T MILL ANYMORE!
...
GOOD GAME!
YEP!
...YES,
THANKS FOR THE GAME.

IN GAME THREE,
WHY DIDN'T YOU USE THE MILL SETUP?
I WOULD EXPECT
THAT YOU'D KEEP THE DECK THAT WON, RATHER THAN SWITCH BACK TO THE ONE THAT LOST.
WELL THEN, GOOD-
AH!
WAIT!
CAN I ASK YOU ONE THING?
...SURE.
THE MOOD...
SEEMED TOO RELAXED.
HUH?
I LIKE TO THINK
MY POKER FACE FOR THAT SORT OF THING IS PRETTY GOOD, THOUGH...
NO,
OH...
DID I...
SHOW IT ON MY FACE?
WHAT!?
IN GAME TWO,
WHEN YOU LOST,
IT WASN'T YOU
BUT THE GIRLS BEHIND YOU
WHO DIDN'T SEEM AT ALL BOTHERED OR WORRIED.

AND IF YOU LOST ON PURPOSE, YOU MUST HAVE HAD SOME REASON.
MAYBE TO HIDE SOMETHING, OR TO SET UP THE NEXT GAME.
OR MAYBE BOTH.
SO I GOT THE FEELING THAT YOUR FRIENDS
WERE WATCHING SOMETHING THEY'D SEEN HAPPEN SEVERAL TIMES ALREADY.
or something
11
12
17
SO IT WAS OUR FAULT...
NO WAY!
...
SO,
I FIGURED THAT MAYBE YOU LOST IT ON PURPOSE.
AND THINK ABOUT WHAT WOULD BE THE IDEAL SITUATION FOR YOU.
I TRIED TO PUT MYSELF IN YOUR SHOES
AT THAT POINT,
"IF SHE STICKS WITH THAT MILL DECK,
IT'LL BE EASY TO COUNTER."
...IS WHAT I CAME UP WITH.

...
I SEE.
SO YOU SAW THROUGH "ENOUGH THINGS", HUH?
SO YOU SAW THROUGH EVERYTHING...
...I WOULDN'T SAY EVERY-THING...
THOUGH, THAT'S BECAUSE IT WAS ORIGINALLY SAKURAI'S DECK.
WELL, IT'S TRUE I KNEW YOUR DECKLIST BEFOREHAND.
BE-CAUSE WE WERE STANDING BEHIND YOU...
OUJI... SORRY! BE-CAUSE OF US...
HM?
...
FOR SAKURAI'S SAKE, TOO!
NEXT TIME WE PLAY, THEN, I'LL WIN FAIR AND SQUARE.
IT'S UNFORTUNATE, BUT I GUESS NEITHER OF US PLAYED ENTIRELY FAIR.

NO, NO, IT'S COOL, DON'T APOLOGIZE.


YOU ALL COULD HAVE JUST WATCHED AND ENJOYED THE GAME.
I MEAN, IF I HAD JUST BEEN STRONGER,

OUJI!!
LOOKS LIKE I NEED TO LEVEL MYSELF UP SOME MORE, HUH?
I SHOULD BE THE ONE APOLOGIZING, FOR MAKING YOU WORRY.
dote
dote
NO WONDER HE'S SO POPULAR!!
OUJI... WOAH!!

R-RIGHT!
ICHINOSE.
LET'S HAVE A FAIR FIGHT NEXT TIME,
Welp
IF THAT WERE ME...
I MIGHT HAVE SNAPPED...
IF I WAS HIM...
THE PEOPLE WHO HAVE THE MOST FUN ONLY WHEN THEY WIN
AH
WAIT...
OF COURSE!
CAN WE CHEER FOR YOU NEXT GAME?
OUJI...
WHAT A GOOD PERSON!
WELL EITHER WAY,
...
OR NO... MAYBE THAT'S JUST HOW HE IS?
DID HE PUT THAT MUCH THOUGHT INTO IT...
SO THAT THEY WOULDN'T HOLD A GRUDGE AGAINST ME...?
DID HE SAY THAT TO THEM...

IT MAKES ME SICK
DON'T TRY TO APOLOGIZE FOR WINNING
GETS MAD
AND THEN
TAKES IT OUT ON OTHERS
CHAPTER ONE
OUJI STILL PAYS ATTENTION TO HIS OPPONENT'S FEELINGS. I, ON THE OTHER HAND...
EVEN AFTER LOSING,
...
PLEASE KILL ME.
GOD
NOW IT WON'T MATTER SO MUCH THAT I LOST TO HER.
AND THANK GOD FOR THAT.
phew
THAT GIRL... REALLY IS STRONG.
SO SHE BEAT OUJI TOO, JUST LIKE THAT...

WOAH
LOOK AT ALL THESE PEOPLE
YEAH, WOW.
OH?
IS THAT...?
!
OH, YOU'RE RIGHT, IT WAS.
SAKURAI!
IT HAS BEEN PRETTY CHILLY LATELY.
WHAT'S WITH THE MASK, DO YOU HAVE A COLD?
..SORT OF, YEAH.
IT WAS SUPPOSED TO BE A DISGUISE
YEAH.
UH... ER,
SAKURAI, DID YOU COME TO WATCH TOO?
I'M GLAD SOMEONE WE KNEW WAS HERE!
...
BUT THERE'S JUST SO MANY PEOPLE, YEAH?
BUT THEY SAID IT WAS FREE TO ENTER AFTER FOUR O'CLOCK, SO WE DECIDED TO GIVE IT A SHOT.
WE'VE NEVER BEEN TO ONE OF THESE BEFORE, YOU KNOW?

EVERY ROUND!?
SO HOW'S MANAKA DOING?
JUST NOW
THE SEVENTH ROUND ENDED, AND SHE'S WON EVERY ROUND SO FAR.
THE FIRST TWO PEOPLE SHE PLAYED WERE TOUGH, BUT
THE REST WERE EITHER PLAYING DECKS SHE HAD A GOOD MATCHUP AGAINST,
OR META DECKS SHE HAD SPECIFICALLY PREPARED FOR.
BUT THE NEXT GAME, THE LAST ONE FOR DAY ONE,
I THINK SHE SHOULD PROBABLY JUST SKIP IT.
...WHY?
MANAKA'S DECK IS PRETTY ROUGH TO PLAY AGAINST IF YOU AREN'T FAMILIAR WITH IT.
WOOOW

WELL, IT'S HER FIRST TOURNAMENT.
AND SHE'S ALREADY PLAYED SEVEN ROUNDS WITH A DECK THAT TAKES A LOT OF THINKING.
SHE'S GOTTA BE PRETTY TIRED AT THIS POINT.
Plus, she's already made the cut to go to day two
BUT REALLY, HER NEXT OPPONENT
IS JUST TOO STRONG.
...
TOURNAMENTS ARE MORE TIRING THAN I EXPECTED...
KOKONA AYANOKOJI
28th
JU1BA
Loves Cat decks
Often wears cat ears and kimono at tournaments and has a huge fanbase
However she crushes those who play against her with play that belies her appearance
Technique
Speed
Power
Experience
Deck Price
2828
Deck Tendency
ko aggro, Cat Housand, Cheshire Break, etc
NEXT ROUND IS AGAINST...
LET'S SEE...

AH, YEP
CUTE AS ALWAYS...
I LOSE.
NYO HO HO!
GOOD GAME!
YEAH, THAT'S RIGHT!
I AM STRONG!

GOOD GAME.
YOU WIN!
HM.
NOPE. I'M DONE.

NEVER HEARD OF HER
MANAKA ICHINOSE?
WHAT IS THAT DECK?
MORE LIKE,
WHO IS THAT?
TO SOME GIRL IN D BLOCK...
LOST THAT FAST?
AYANOKOJI.

CREDIT!

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NOTES!

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